

DISCUSSION: Associations

- *As we discussed at the beginning of this lesson, using associations is one tool that improvisors have to come up with words or actions while on stage.*
- *In the last game we got a category and thought of three things from that category.*
- *Sometimes we just get a word and need to go with the first thing that comes to our mind in relation to that word. For instance, if I say “blue”, you might say... (gesture for the students to call out random words). Were any of these associations wrong? Nope. Whatever comes to mind is perfectly acceptable. Let’s practice...*

ACTIVITY: Da Do Da Do [[Beat by Beat Video: Da Do Da Do](#)]

- Remain in a standing circle.
- First, Student A says a word, such as *apple*.
- The student next to them, Student B, says the first word that pops into their head, such as *pear*.
- Everyone then says the two words together and finishes with the chant “Da Doo Da Doo”
 - *Example: “Apple...Pear...Apple Pear, Da Doo Da Doo!”*
- The game continues around the circle, this time with Student B providing the first word and the student next to them providing the associated word.
- If your students have rhythm, you can do this while snapping. *Apple...(snap)...pear...(snap)...apple pear (snap on pear) da do da doo (snap on second doo).*
- **Game Debrief:** *Did you notice some words end up completely unrelated? That’s totally fine! Sometimes the first thing you think of is not associated at all with what was said before you. Our next game is going to explore this idea a little further...*

ACTIVITY: Walk Over Association

- Have the students stand in a horizontal line on one end of the stage facing the other end of the stage.
- Prompt the students with a random word suggestion.
- Students are allowed to take one step forward for each word they free associate with the suggestion.
- The goal is to get to the other side of the stage.
- Consider making it a race to see who can get to the other side first.
- *Example: Couch: big, comfy, red, lazy, movie, sleep, nap, etc.*
- For advanced students, consider providing two words - they must “associate” their way across the stage connecting the two words by the time they reach the other side.
- **Game Debrief:** *In improv, scenes move forward by making small associations, one step at a time. Sometimes you or your scene partner may say something that is unrelated to anything already created in the scene. This is a great time to use associations to get you from point A to point B.*

DISCUSSION: Actions as Associations

- *In improv we also create associations based on actions.*
- Write the following words on the board:

Pantomime: *The act of communicating an action or an emotion without words.*

Object Work: *The act of miming the use of non-existent objects.*

Environment Work: *The act of creating the “where” in a scene through pantomime.*

ACTIVITY: Complementing Actions Game [[Beat by Beat Video: Complementing Actions](#)]

- Start by discussing/demonstrating good pantomiming skills:
- *Excellent improvisors perform good object work, environment work and pantomiming.*